

SynthsGW Manual Tests

Test BeatMaker

1. Open SynthsGW
2. Click on “File” menu option
3. Click on “New” menu option
4. Click on “New Beat”
5. Wait for new “Cyber Beat Box” window to appear
6. Click on checkboxes
7. Click “Start” button
8. Ensure that chosen drum effects play on appropriate beats
9. Repeat steps 6-8 as many times as necessary
10. Click on “Tempo Up” button
11. Ensure that drum effects are now playing at a higher tempo
12. Click on “Tempo Down” button
13. Ensure that drum effects are now playing at a lower tempo
14. Click on “Stop” button
15. Ensure that drum effects have stopped playing
16. Close SynthsGW

Test Synth

1. Open SynthsGW
2. Click on “File” menu option
3. Click on “New” menu option
4. Click “New Synth”
5. Wait for Synth window to appear
6. Click “Record”
7. Click on buttons for the notes as desired
8. Ensure that a sound is played back for each note
9. Click “Record” again
10. Click “Start”
11. Ensure that the notes you played in step 7 are played back again
12. Close SynthsGW